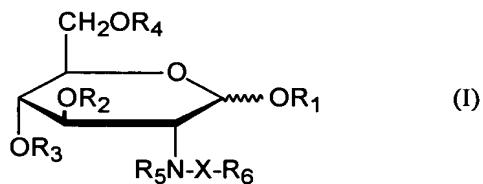


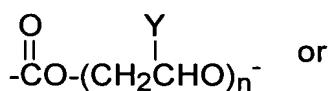
ABSTRACT OF THE DISCLOSURE

An external preparation composition used for preventing or treating symptoms or diseases related to dermatopathy caused by dryness, UV rays and aging such as wrinkles and sags of the skin, pigmentation of the skin, skin roughness and coarse texture and skin diseases such as psoriasis, lichen, ichthyosis, keratosis, Darier's disease, pustulosis, acne, eczema and atopic dermatitis. The external preparation composition comprises at least one of acyl glucosamine derivatives represented by the following Formula (I):

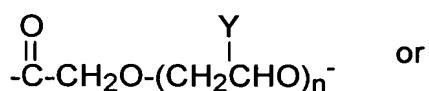


wherein R_1 , R_2 , R_3 , R_4 and R_5 are defined; and X is any one of groups represented by the following Formulas (A) to (C):

(A)



(B)



(C)



wherein Y , n and R_6 are also defined.

Please amend the paragraph at page 29, line 11, as follows:

Test Example 3, coarse texture-improving test

Four (4) hairless mice per 1 group (hos: HR-1, 10 weeks of age, female) were irradiated on the back skin once a day with UVB at 40 mJ/cm² three times a week over a period of 6 weeks. After finishing irradiation, each 100 µL of an ethanol/propylene glycol (7 : 3) solution containing 0.05 % of various acyl glucosamine derivatives shown in the following Table 4 or an ethanol/propylene glycol (7 : 3) solution as a control was applied on the mouse back in a frequency of once a day and five times a week over 4 weeks.

Please amend the paragraph at page 30, line 6, as follows:

~~At the time of starting the test, after irradiating with UV and after~~ After finishing application, a replica agent (brand name SILFLO; manufactured by UK FLEXICO DEVELOPMENTS LTD.) was used to obtain a replica of a mouse back skin. A replica of a UV-non-irradiated group (4 heads) was obtained ~~as a control~~ in the same manner.

Please amend the paragraph at page 31, line 3, as follows:

Texture-improving rate (%) = [(number of texture intersection point ~~after irradiating with UV or after application~~)/(number of texture intersection point ~~at the time of starting the test~~) of applied group]/(number of texture intersection point of non-irradiated group)] × 100 (III)